



QUICK START



INTRODUCTION

Chroma Console is a flexible multi-effect pedal that takes inspiration from the eccentricity, grit, and lively instability of beloved vintage recording technology, combines it with brand new sounds, and delivers it all through an intuitive user interface that puts wide-ranging sonic experimentation at your fingertips.

You can easily re-order the effects and experiment with different signal chains—process reverb through a fuzz, run a reverse delay into a pitch shifter, or run the evocative, gritty sound of an aging cassette recorder into a stereo double-tracker. You can use one module to overdrive another, and the entire signal chain can even be pushed into gentle soft clipping when approaching the headroom limit. Unlike many effects, it is designed to be run at 100% wet, mixing dry signal in for taste.

Once you've found a signal chain you like, try using the GESTURE feature, a hands-on sound design tool that lets you record and automate knob movements to quickly and easily create complex, evolving textures with no additional programming or menu diving required.

Then try creating ambient pads or layer looped phrases using CAPTURE, Chroma Console's combination looper/sustainer.

When you've got something interesting happening, you can capture a snapshot and save up to 80 user presets for immediate recall. You can dive back into your collection of experiments and happy accidents later, just as you remember them.

CHARACTER

- **DRIVE** - Tube-like drive with nothing but sweet spots.
- **SWEETEN** - A pleasant preamp that adds EQ, compression, and gentle saturation.
- **FUZZ** - Dynamic vintage-voiced fuzz tones ranging from smooth and rounded to brash blown-speaker sounds.
- **HOWL** - Resonant filter fuzz with a lot of personality.
- **SWELL** - Expressive envelope-triggered volume swells.

MOVEMENT

- **DOUBLER** - Stereo double tracking effect.
- **VIBRATO** - Lush pitch modulation.
- **PHASER** - Vintage-voiced classic phaser effect.
- **TREMOLO** - Colorful, pulsing, amplitude modulation.
- **PITCH** - Pitch shifting from -1 octave to +1 octave.

DIFFUSION

- **CASCADE** - Influenced by the classic sound of a bucket-brigade style analog delay.
- **REELS** - Inspired by the expressive sound of a well-worn tape echo.
- **SPACE** - A versatile reverb effect that can go from tight recording echo chambers to massive sustaining clouds.
- **COLLAGE** - Wild, spontaneous looping delay.
- **REVERSE** - Reverse delay with variable playback speed/pitch.

TEXTURE

- **FILTER** - Multi-mode filter effect.
- **SQUASH** - A heavy-handed compressor and overdrive.
- **CASSETTE** - A celebration of all the weird things that cassette tape recorders can do.
- **BROKEN** - Periodic pitch drops combine with amplitude and frequency modulation.
- **INTERFERENCE** - Adds a dissolving layer of musical disturbance to your signal.

MODULES

Chroma Console consists of 4 Modules (Character, Movement, Diffusion, and Texture), each containing 5 stereo effects.

Effect Modules can be rerouted in any order desired, allowing for a wide range of possible sounds.

By default, signal passes through these Modules in series in the following order:

(1)

CHARACTER

- DRIVE
- SWEETEN
- FUZZ
- HOWL
- SWELL

(2)

MOVEMENT

- DOUBLER
- VIBRATO
- PHASER
- TREMOLO
- PITCH

(3)

DIFFUSION

- CASCADE
- REELS
- SPACE
- COLLAGE
- REVERSE

(4)

TEXTURE

- FILTER
- SQUASH
- CASSETTE
- BROKEN
- INTERFERENCE

CALIBRATION

ALWAYS IN THE SWEET SPOT
Optimize Chroma Console for your specific sound source, ensuring that its saturation effects are always in the sweet spot.

AUTOMATIC CALIBRATION

To **automatically calibrate**, simply begin playing your instrument after entering the calibration menu. The indicator lights will change color, and the pedal will listen to your instrument and place it into one of four input headroom levels automatically. If you're using a guitar, simply strumming an open chord a few times at your normal playing volume should do the trick. For synths, line level sources, or any other instruments, play a few notes or chords to give Chroma Console an idea of the level of signal it should expect to hear most of the time. This measurement doesn't have to be super precise—it just needs to get the general level.

MANUAL CALIBRATION

To **manually calibrate**, first press both foot switches simultaneously. Once the lights animate purple, tap one of the four buttons to select your input level.

A

LOW

Many lower output guitars or basses, instrument level synths, other low output instruments.

B

MEDIUM

Many guitars or basses (humbuckers, stacked pickups), electric piano, some synths.

C

HIGH

Hot output guitars (high/overwound/active pickups), most line level instruments.

D

VERY HIGH

High output line level signals, modular, etc.

You're all set! Chroma Console will always remember the most recent calibration setting. We recommend re-calibrating when changing between drastically different instrument sources.

EFFECTS

Chroma Console has 20 carefully-curated effects that aid in creative sound design.

A

CHARACTER

- DRIVE
- SWEETEN
- FUZZ
- HOWL
- SWELL

B

MOVEMENT

- DOUBLER
- VIBRATO
- PHASER
- TREMOLO
- PITCH

C

DIFFUSION

- CASCADE
- REELS
- SPACE
- COLLAGE
- REVERSE

D

TEXTURE

- FILTER
- SQUASH
- CASSETTE
- BROKEN
- INTERFERENCE

To change the active Effect in one the four Modules, **press the corresponding Module Button**.

This descends through Effects. The color of the Button's LED will change to match the active effect.



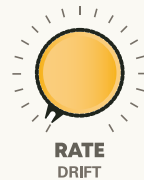
TILT shifts the tonal characteristic of the effect.

SENSITIVITY fine-tunes saturation effects by adjusting Chroma Console's sensitivity to your instrument.



AMOUNT controls the amount of the selected effect.

EFFECT VOLUME adjusts the overall volume of the CHARACTER module.



RATE alters rate of modulation.

DRIFT introduces various elements of additional modulation.

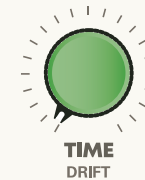


AMOUNT controls the modulation depth of the selected effect.

EFFECT VOLUME adjusts the overall volume of the MOVEMENT module.

BUTTONS A B C D

- Single button presses change Effects.
- Pressing and holding individual buttons will bypass Modules.
- Pressing buttons in combinations accesses deeper menus and settings.



TIME alters the time/size of the effects.

DRIFT introduces various elements of additional modulation.



AMOUNT controls the mix/feedback of the selected effect.

EFFECT VOLUME adjusts the wet output volume of the DIFFUSION module.



MIX blends between your dry signal and the effected signal path. Try starting at 100% effect and blend in dry signal to taste.

OUTPUT LEVEL adjusts the output volume of the wet effects.



AMOUNT controls the intensity of the selected effect.

EFFECT VOLUME adjusts the overall volume of the TEXTURE module.

SENSITIVITY

SENSITIVITY is used to make subjective adjustments to the way your instrument interacts with Chroma Console's saturation effects. Turn left to lessen saturation, turn right to increase saturation.

TAP CAPTURE

- Tap Tempo
- CAPTURE Recording/Clearing
- Preset Navigation

SECONDARY A B C D



- Access by pressing the A and B buttons.
- Once in this menu, each knob will control the secondary control (listed in gray lettering underneath the primary control).
- Exit this menu by pressing the A and B buttons again.

To reset the secondary controls to their default values, press and hold the A & B buttons until lights flash teal.

GESTURE C D

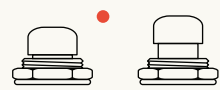


- Access by pressing the C and D buttons.
- Once in this mode, turn any knob to create knob recordings that loop infinitely.
- To stop recording, press the C and D buttons again.

To delete all knob recordings, press and hold the C & D buttons until lights flash white.

CAPTURE

CAPTURE is a unique sustainer/looper that lets you quickly record and play back audio. Hold down the TAP foot switch to begin recording a loop. As soon as the foot switch is released, the loop will stop recording and the CAPTURE mode will enter into playback mode.



When recording very short loops, the audio playback will have soft fading edges that overlap, creating a seamless ambient pad. Indicator lights will animate blue when playing sustainer loops.

The CAPTURE feature can be configured in POST-FX (default) or PRE-FX in the FX SETUP menu. The routing of CAPTURE is saved within presets, though CAPTURE recordings are not.

To stop/delete any present CAPTURE recording, press the TAP foot switch once.

With longer material, CAPTURE will react like a traditional looper, allowing you to record and play musical phrases. Indicator lights will animate green when playing looped phrases.

FX SETUP A B C D

Access by pressing the A and D buttons. From this menu, you can change the following settings on a per-preset basis:

MODULE ROUTING

Configure modules in any order desired.

Ex. TEXTURE ► MOVEMENT ► DIFFUSION ► CHARACTER

As you enter the FX SETUP menu, LEDs will animate, displaying the currently active module order.

Tap the module buttons in the sequence you want to order them in.

DUAL BYPASS

Configure the BYPASS foot switch to bypass select modules.

In the FX SETUP menu, press and hold the BYPASS foot switch. While the BYPASS switch is held down, tap the buttons to make your selections.

BLINKING YELLOW = BYPASS foot switch controls given module

SOLID YELLOW = Module will stay in active state when BYPASS foot switch is tapped.

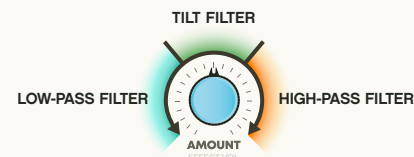
Release the BYPASS foot switch to return to the main FX SETUP menu.

If using DUAL BYPASS, double-tap the BYPASS foot switch to bypass the entire unit.

To reset all FX configurations to their default settings, press and hold the A & D buttons until lights flash blue.

FILTER STYLE

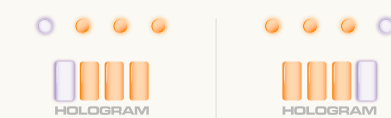
Move the TEXTURE AMOUNT knob to change the style of Filter.



CAPTURE ROUTING

CAPTURE recordings can be routed either PRE-FX or POST-FX.

From the FX SETUP menu, move the MIX knob to change the routing.



PRE-FX: Move knob left of middle. Tactile and indicator lights reflect change.

POST-FX (default): Move knob right of middle. Tactile and indicator lights reflect change.

COPY / SAVE C D

SAVING USER PRESETS

Chroma Console can save up to 80 user presets. All primary controls, secondary controls, gesture recordings, and any changes made in FX SETUP are saved within a preset.

- Press the B and C buttons to copy the active preset.
- Each bank is controlled by the four Modules' AMOUNT knobs. Use the knobs to scroll to the desired bank and preset slot.
- Once scrolling to the desired bank/slot, press the B and C buttons once more to save the preset.

To cancel the COPY/SAVE action, press and hold the BYPASS foot switch.

RECALLING USER PRESETS

Press and hold the BYPASS foot switch to enter preset browsing mode.

Browse through banks of presets by:

- Using the AMOUNT knobs
- Using foot switches

Presets can be auditioned from the preset browser before loading. To load, press and hold either the TAP foot switch OR the BYPASS foot switch.

GLOBAL SETTINGS A B C D

The GLOBAL SETTINGS MENU offers deeper bypass, MIDI, and other configuration options. See manual for more info.

